

AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph at page 28, line 14, as follows:

Figure 11 illustratively shows storage data on a game information storage medium (DVD 30) according to the second embodiment. The second embodiment is different from the first embodiment (Figure 4) in that the game information storage medium (DVD) stores a plurality of game programs (game 1 to game n) to be applied to any of at least of two kinds of inferior, second game machines (an 8-bit machine, a 16-bit machine and a 64-bit machine, in an example of the video game machines marketed by the applicants' assignee, Nintendo). This example stores emulator programs in a number dependent upon the number of the inferior machine models (at least two kinds $[\alpha]$ and $[\beta]$, where $[\alpha]$ is an emulator to convert 16-bit one into 128-bit one and $[\beta]$ is an emulator to convert 64-bit one into 128-bit one) to convert game program architectures for at least two kinds of game machines into an architecture for the superior first game machine 20.

Please amend the paragraph at page 29, line 5, as follows:

The DVD 30 has at least two kinds of emulator programs $[(\alpha, \beta)]$ stored in storage areas $33[\alpha]$, $33[\beta]$, in addition to the storage data of Figure 4, as shown in Figure 11. Furthermore, a game selection program, as shown in Figure 12, stores the kinds of emulators (for three in kinds, $[(\alpha, \beta, \gamma)]$) to be used in executing on the first game machine a game corresponding to a game title.

Please amend the paragraph at page 30, line 5, as follows:

When a player selects for example a game title 1, in step S6 a game program kind of the

game title 1 is accessed. In the succeeding step S7 determination is made based on emulator list data corresponding to the game title in order to determine an emulator in kind to execute the game program for the selected game title 1 (see Figure 12(B)). As a result, selected is an emulator program for an emulator $[[\bullet]] \underline{a}$ corresponding to the game title 1. Thereafter, operation is made similarly to the above steps S3 - S5 whereby the game program for the game title 1 is executed based on the emulator program of the emulator $[[\bullet]] \underline{a}$. In this manner, processing steps S1, S2, S6, S7, S3, S4 and S5 makes it possible to play on the video game machine 20 a game program selected for a plurality of kinds of second game machines different in architecture from the video game machine 20.